

ERA II**ROUND SCORING****THERE IS NO 10 POINT SCORING SYSTEM**

The scoring of the fight is done by YOU. Your scoring goes as follows:

Roll on the Game Play and Effective Punches Landed Chart. Subtract the lowest punches landed from the highest.

Scoring

- 0 - 3. Punches Landed Difference = Tie Round
4 - 9. Punches Landed Difference = Fighter With Most Punches Wins Round *
10 - 12. Punches Landed Difference = Fighter With Most Punches Wins Round **
13 - 14. Punches Landed Difference = Fighter With Most Punches Staggers Opponent. Check For Knock Down ***
15+ Punches Landed Difference = KO Bout is over! Fighter With Most Punches Wins!

Remember that you must decide BEFORE the fight if the fight has a set number of rounds or if it will continue till one Fighter cannot continue. If you decided that the fight will have a set number of rounds, when that round is reached, count to see which Fighter won more rounds, that is the winner of the fight!

If it is too close to call, you have two options.

1. You can declare the match a draw OR 2. You can allow the News Paper Sports Writers to give what they called a "NEWS PAPER DECISION" and they would choose the winner.

Going that route totally removes your ability to decide and you have to accept their decision. It honestly, is just the luck of the Roll. You will roll 2 d6 and add the total. If the total is an EVEN number the Fighter in the Red Corner Wins. If ODD, the Blue Corner Wins

If a Fighter has been Knocked Down atleast 4 times or has lost 6 Consecutive Rounds. Roll 2d6. A Roll of "2" = That Fighter's Corner Throws In The Towel. Fight Over! Any other Roll means the fight continues.

* If Fighter has won 4 consecutive Rounds on the Scorecard, check KD / KO Chart

** Go to KD / KO CHART

*** Go Straight To Killer Instinct Chart (If KO does not occur, do not Penalize Fighter. A Knock Down occurs. Check RECOVERY)

Once a Fighter passes their STAMINA Round, lower their CHIN Rating to "7"

Once a Fighter reaches a "0" TR due to their Stamina running out, start using "0" as their COVER UP (CU) Rating

END OF THE BOUT DECISION: Fighter with most Rounds Won, wins the Bout!